

.....=><= ##PROLOGUE <== Welcome to the future. The era of Galactic Pioneering has come to a close, and the Galactic Federation has been established. In deep space, individuals calling themselves Space Pirates have been working in the shadows. There are stories of bands of thieves who roamed the oceans during Ancient Earth's Age of Exploration, and these Pirates have been named after those bands. Although the location of these heinous acts has changed to outer space, [[the Pirates have not changed one bit.->The Galactic Federation Police]]The Federation Bureau organized the Galactic Federation Police to deal with the Pirates. However, space is vast, and the Space Piratesâ€™ military potential far exceeds that of the Federation Police. Fed up and unable to capture the Space Pirates, the Federation Police finally posted bounties on their heads. By the time this policy became widespread, there was a profession called Space Warriors, better known as Space Hunters: in other words, bounty hunting had become socially acceptable. The Space Hunters began to flourish, and the Pirates began to unite. The small, weak Pirate organizations were amalgamated into one large, strong group. [[And they became even more powerful.->A Terrible Discovery]]Now something terrible has happened! A bio-capsule containing a Metroid, a mysterious life-form that destroyed the civilization of the distant planet SR388, has been stolen by the Pirates. The bio-capsule is a container growing the cell cultures of the Metroid. If the Metroid remains in this state of suspended animation, the Galaxy is safe. However, should it revive and start to multiply, [[the Metroid would be terror incarnate.->Metroids]]###Metroids At first glance, Metroids are just another species of aerial life-form. However, they have the ability to latch onto other creatures and absorb their life energy. Therefore, the Federation Bureauâ€™s Special Investigation Corps established a Metroid research team, which began studying them. Metroids in suspended animation can be revived after being exposed to beta rays for a period of 24 hours. The research team took a sample from the bio capsule and revived it. However, that single Metroid annihilated the research team. The Federation Bureau was at last able to eradicate that one creature by sending in the entire Third Division of the Federation Army. There is one thing that can be said for certain about the Metroids: they are an ultimate life-form with tremendous energy and [[a vitality->A Bio-Weapon]] far beyond anyone's reckoning!After a desperate search by the Federation Police, the Piratesâ€™ stronghold was discovered. It is an asteroid called Zebes. Zebes is controlled by Mother Brain, an enormous computer in the center of the fortress that runs all mechanical functions of the fortified asteroid. The Federation Police mustered all of their forces to attack the fortress. However, the Pirates' defenses could not be overpowered by a frontal assault. [[All the power of the Federation Police accomplished nothing.->A Desperate Plan]]So the Federation Police placed this task in the hands of a Space Hunter. But this was no ordinary bounty. It came in the form of a commission sent directly from the Federation to Samus Aran, the strongest Space Hunter in the Galaxy and the one who has had the greatest success thus far. Furthermore, Samus was presented with an unbelievably large bounty. However, this bounty will only be issued on the condition these orders are actually carried out [[successfully...->The Galaxy's Greatest Warrior, Samus Aran]]###The Galaxy's Greatest Warrior, Samus Aran Infused with cyborg implants throughout the entire body, Samus is a hero with superhuman abilities. The space suit Samus uses has the ability to absorb an enemyâ€™s power - however, more detailed information is not readily available. Nevertheless, so far, Samus has on numerous occasions completed missions that were said to be impossible. This Hunter has been called a modern-day hero, and while no one knows Samus's true identity, there are those who claim he is a man from Earth... [[Will Samus Aran be able to accomplish this mission safely?->Game Start]] ####Room A-1 (if: \$combat is 1)[I have successfully infiltrated the asteroid Zebes. Zebes consists of three levels. This is Area A, Brinstar, with cavern walls of limestone and a floor of bare rock. The capsule is thought to be located in Area C, the heart of the asteroid. There at the center of the Space Pirate organization is the giant computer called Mother Brain. My first step to accomplishing this mission is to get there as quickly as possible. For some unknown reason, there are no human traces within Zebes. Instead, it's crawling with bizarre life-forms. Although I donâ€™t know the thoughts of the Pirates, at the moment, it looks like this asteroid is one enormous booby trap. Traps have been set all about, and a strange life-form obstructs my progress. The enemy attacks at once! Fight (click: "Fight")[(go-to: "Geemer")]](else:)[(set: \$combat to 1)Since I can only go [[North->02]] from here, I head in that direction.]]###Room A-2 At first glance, it seems I can only go North from this room. However, according to my Radar, there is also a room to the East, but its entrance is hidden. (if: \$combat is 1)[Fight (click: "Fight")[(go-to: "Rio")]](else:)[(set: \$combat to 1)Now that the

enemy has been defeated, I can take a closer look at the rock wall. There is a huge rockslide covering what apparently used to be a doorway. (if: \$items contains "Bombs") [Perhaps if I used my Bombs... (click: "Bombs...") [The bombs blast apart the rock pile, opening up the passageway. [[I go East through the tunnel.->20]] Curiously, more rubble fills the tunnel after I pass through.](else:)[However, I can't do anything about it at the moment. I will have to come back later if I can locate some appropriate equipment.] [[Go North->03]]]###Room A-3 This room is different from Room A-2 in that it doesn't lead anywhere but North and South. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Geemer")]](else:)[(set: \$combat to 1)][Go North->04]] [[Go South->02]]]###Room A-4 From this point, the room continues a long way to the West. Apart from that, there is only a Blue Door leading South. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Rio")]](else:)[(set: \$combat to 1)][Go West->05]] [[Go South->03]]]###Room A-5 This room is part of the same chamber as Room A-4, and is a corridor stretching from East to West. In addition, there is a Blue Door to the North. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Geemer")]](else:)[(set: \$combat to 1)][Go North->06]] [[Go East->04]] [[Go West->07]]]###Room A-6 This room is just a passageway connecting the corridors to the South and North. (if: \$combat is 1)[Fight (click: "Fight ") [{ (set: \$random to (random: 1,6)) (if: \$random is 6)[(go-to: "Zeb")] (else-if: \$random is 2)[(go-to: "Rio")] (else-if: \$random is 4)[(go-to: "Rio")] (else:)[(go-to: "Geemer")] }]](else:)[(set: \$combat to 1) The battle is over. [[Go North->12]] [[Go South->05]]]###Room A-12 This corridor keeps going to the East and West, and there are Blue Doors to the North and South. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Rio")]](else:)[(set: \$combat to 1)][Go North->25]] [[Go East->13]] [[Go West->14]] [[Go South->06]]]###Room A-25 This corridor continues a long way to the North, and there is a Blue Door to the South. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Rio")]](else:)[(set: \$combat to 1)][Go North->29]] [[Go South->12]]]###Room A-29 This room just runs North and South. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Rio")]](else:)[(set: \$combat to 1)The corridor extends to the North and South from this chamber. (if: \$energyPacks contains "A")[[Go North->30]] [[Go South->25]]](else:)[An Energy Tank lies on a pedestal in the center of the room.(click: "Energy Tank ") [(text-color: yellow)[Energy Tank A] acquired. (set: \$maxEnergy to \$maxEnergy + 30, \$energy to \$maxEnergy, \$energyPacks to it + (a: "A"))(replace: ?SamusEnergy)[SamusEnergy>[\$energy]] (replace: ?SamusMaxEnergy)[SamusMaxEnergy>[\$maxEnergy]](Maximum Energy is now \$maxEnergy. All Energy Tanks have been filled.) [[Go North->30]] [[Go South->25]]]]]###Room A-30 In this room, there is a Blue Door to the North and a corridor to the South. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Rio")]](else:)[(set: \$combat to 1)][Go North->31]] [[Go South->29]]]###Room A-7 This is just a corridor stretching East and West. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Geemer")]](else:)[(set: \$combat to 1)][Go East->05]] [[Go West->08]]]###Room A-31 From this room, there are Blue Doors leading to the South and West. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Geemer")]](else:)[(set: \$combat to 1)][Go West->36]] [[Go South->30]]]###Room A-36 There are Blue Doors to the South and East. Aside from that, there is a corridor to the West, but I can't go that way due to the strong magnetic field. (if: \$combat is 1) [Fight (click: "Fight ")[(go-to: "Geemer")]](else:)[(set: \$combat to 1)][Go East->31]] [[Go South->37]]]###Room A-37 This room just runs North to South. (if: (history:) contains "38") [There is an open Red Door to the South.](else:)[However, since there is a Red Door to the South, I can't go further unless I destroy it.] (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Sidehopper")]](else:)[(set: \$combat to 1)(if: (history:) contains "38") [The Red Door has been opened, so I have already been into the next room. [[Go North->36]] [[Go South->38]]](else:)[(if: \$missiles > 1)[[Fire 2 Missiles at the Red Door->38]]](else:)[I need at least 2 Missiles to open the Red Door. It remains sealed.

 [[Go North->36]]]]] ###Room A-20 To the West is the secret passage leading to Room A-2. This room continues to the East. Apart from that, there is a Blue Door to the North. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Sidehopper")]](else:)[(set: \$combat to 1)(if: \$kraidDefeated is 0)[[Go North->22]]](else:)[Kraid is defeated, and the Blue Door has turned gray.] [[Go East->21]] [[Go West->02]]]###Room A-13 This corridor continues to the West and East, and there is a Blue Door facing North. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Geemer")]](else:)[(set: \$combat to 1)][Go North->16]] [[Go East->15]] [[Go West->12]]]###Room A-15 This is a dead end. The room only leads West. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Sidehopper")]](else:)[(set: \$combat to 1)][Head back West->13]]]###Room A-16 This room is a corridor leading North, and there is also a Blue Door to the South. (if: \$combat is 1)[Fight (click: "Fight ")[(go-to: "Rio")]](else:)[(set: \$combat to 1)][Go North->17]] [[Go South->13]]]###Room A-17 There is a pool of some sort of caustic liquid in this room with a pedestal in the center. However, there is enough room to safely maneuver around the pool. (if:

\$combat is 1)[Fight (click: "Fight ")(go-to: "Geemer")]](else:)[(set: \$combat to 1)(if: \$missilePods contains "1")][[Go North->18]]
[[Go South->16]]](else:)[A Missile Pod lies on the pedestal, but it is easy to reach.(click: "Missile Pod ")(text-color: red)[Missile Pod (1) acquired.(set: \$maxMissiles to \$maxMissiles + 2, \$missiles to \$missiles + 2, \$missilePods to it + (a: "1")) Maximum Missiles increased to \$maxMissiles.)(replace: ?SamusMissiles)[SamusMissiles>[\$missiles]](replace: ?SamusMaxMissiles)[SamusMaxMissiles>[\$maxMissiles]] This corridor leads North and South. [[Go North->18]] [[Go South->16]]]###Room A-18 In addition to the corridor running all the way to the South, there is a Blue Door to the North. (if: \$combat is 1)[Fight (click: "Fight ")(go-to: "Rio")]](else:)[(set: \$combat to 1)Head South to Room A-17 or North to Room A-19. In addition, my Radar reveals a passage to a hidden room. It faces East. It is Room A-39. However, I can't seem to locate the entrance... (click: " ") [However, a closer inspection reveals loose rocks near the ceiling on the East wall. I fire my Beam, and the blockage crumbles to the floor with a loud rumble. [[I climb through the passageway into Room A-39, and more rocks fill the hole behind me.->39]] [[Go North->19]] [[Go South->17]]]###Room A-19: Brinstar Elevator Room {(link:"Save game?")[(if:(save-game:"Slot A"))[Game saved!](else:)[Sorry, I couldn't save your game.]]} I can descend to Area B, Norfair. If I donâ€™t want to go down, I can only head South. [[Descend->41]] [[Go South->18]] (set: \$startRoom to "01", \$location to "Brinstar")###Room B-41: Norfair Elevator Room {(link:"Save game?")[(if:(save-game:"Slot A"))[Game saved!](else:)[Sorry, I couldn't save your game.]] (set: \$displayStats to 1)} I can go up to Area A, Brinstar. If I donâ€™t want to go up or just came down, there are Blue Doors leading from this room to the North and South, so I can move forward in either direction. [[Ascend->19]] [[Go North->43]] [[Go South->42]] (set: \$startRoom to "41", \$location to "Norfair")###Room A-38 - Brinstar Map Room My Missiles slam into the locked Red Door. After firing 2 rounds, the door collapses noisily. (text-color: red)[(-2 Missiles.)(set: \$missiles to \$missiles - 2) The door brings down a mass of rock with it, raising a thick shroud of dust. The room dims, but finally my field of vision into the next chamber clears. I enter the room. A statue of a strange monster has been placed in the center of the room, and there is a plate at its feet. On the plate is a map of Brinstar. (Brinstar Map Acquired. I can now view the map below the Navigation Options.)(set: \$items to it + (a: "BrinstarMap")) The statue cradles a Missile Pod. (text-color: red)[Missile Pod (2) acquired. (set: \$maxMissiles to \$maxMissiles + 2, \$missiles to \$missiles + 2, \$missilePods to it + (a: "2"))(replace: ?SamusMissiles)[SamusMissiles>[\$missiles]](replace: ?SamusMaxMissiles)[SamusMaxMissiles>[\$maxMissiles]]Maximum Missiles increased to \$maxMissiles.)) I store the above information in my computer. There are no hidden rooms here. [[I retrace my steps.->37]]###Room A-22: Kraid's Room â€œWarning!â€ A shrill alarm sounds as an alert blares from my Command Computer. â€œWarning. Warning. There are massive life signs coming from the next room. It appears to be Kraid, the boss monster of Area A, Brinstar. You can turn back from this room now. It is recommended you fight Kraid under ideal conditions.â€ This room contains a series of chambers three rooms deep, each divided by a shutter door. The enemy doesn't know I'm here yet. Obviously, I can still flee. Of course, since this is the boss of Brinstar, Kraid will be no ordinary opponent. Should I proceed with my current equipment, or come back again later? [[Proceed with current equipment->Kraid's Sidehopper]] [[Go back at once and return later->Kraid Advice]]###Room A-21 This is a dead end. There are no passages to hidden rooms, either, and the room just continues West. (if: \$combat is 1)[Fight (click: "Fight ")(go-to: "Geemer")]](else:)[(set: \$combat to 1)[Return West->20]](set: \$displayMap to 0) Although the Doublehopper was defeated, there is no time to relax. A saurian creature appears, covered with countless enormous spikes. It is slightly over three meters in height. The Command Computer says, â€œThis is Kraid.â€ Kraidâ€™s attack method is to hurl the spikes growing throughout its body as a weapon. Without any kind of introduction, he fires his spikes. { (if: \$missiles >= 2)[(display: "Kraid Weapon Missiles 1")] (else:)[(display: "Kraid Weapon No Missiles")] }###Room A-8 This is a corridor running East to West from here to room [A-4]. Apart from that, there is a Blue Door leading South. (if: \$combat is 1)[Fight (click: "Fight ")(go-to: "Rio")]](else:)[(set: \$combat to 1)[Go East->07]] [[Go South->09]]###Room A-10: Statue Room This room ends in a gate. In front of the gate are two large statues of grotesque beasts: a massive lizard covered in spikes and fur and a fierce multi-eyed dragon. These must be Kraid and Ridley, the bosses of Brinstar and Norfair. { (if: \$GateOpen is 0)[(display: "Statue Room Description")](else:)[I've inserted Kraid and Ridley's Key Stones. The gate to Mother Brain is now open. I can proceed to the Elevator room leading

to Tourian.

] (if: \$GateOpen is 1)[[Go North->09]]
[[Go South->11]](else-if: \$Items contains "KraidStone" and "RidleyStone")[[Go back North->09]](else:)[[I don't have both Key Stones, so I must go back North to Room A-9.->09]] } I should come back after replenishing my Energy and Missiles. I [[exit through the Blue Door to the South->20]] and return to Room A-20.####Room A-39 West is a passage leading to Hidden Room A-18 that I can blast with my Beam to go back through. (if: (history:) contains "40") [To the South is an opened Red Door.](else:)[To the South there is a Red Door I can't pass through unless I use Missiles to destroy it.] (if: \$combat is 1)[Fight (click: "Fight ")](go-to: "Sidehopper"))(else:)[(set: \$combat to 1){ (if: (history:) contains "40") [The Red Door has been opened, so there is nothing in the next room. [[Go back West->18]]] (else:)[(if: \$missiles > 1)[[I fire 2 Missiles at the Red Door.->40]]](else:)[I need at least 2 Missiles to open the Red Door. [[Go back to Room A-18->18]]] }]####Room A-40 I fire the Missiles at the door, which opens up to a dark, empty hole. I move into the chamber ahead, Room A-40. (text-color: red)[(-2 Missiles.)(set: \$missiles to \$missiles - 2)(replace: ?SamusMissiles)[SamusMissiles>[\$missiles]] The room looks like some kind of laboratory. Although the floor's overall makeupâ€”a sort of rocky cavernâ€”hasn't changed, an organic computer made of crystals has been installed here. There is a pedestal in the center on which some kind of tiny machine has been placed, and the ambiance is noticeably different from that of the other room. The machine placed on the pedestal is an electromagnetic barrier generator that blunts enemy attacks. I add it to my equipment. ((text-color: orange)[Varia] acquired. Damage is reduced by 50%.) (set: \$Items to it + (a: "Varia"))(replace: ?Varia)[Varia>[Varia]] There is nothing else in this room. [[Return North->39]]####Room A-14 This room is merely a corridor leading East and West. However, it seems like there might be something interesting here... (if: \$combat is 1)[Fight (click: "Fight ")](go-to: "Geemer"))(else:)[(set: \$combat to 1)...However, there are no hidden passages leading to other rooms. In any event, this chamber only continues East and West. [[Go East->12]] [[Go West->23]]]####Room A-23 Like Room A-14 to the East, this is part of a corridor that only runs from East to West. (if: \$combat is 1)[Fight (click: "Fight ")](go-to: "Rio")] (else:)[(set: \$combat to 1)[[Go East->14]] [[Go West->24]]]####Room A-24 In this room, there is a long corridor running all the way to the East and a Blue Door to the North. (if: \$combat is 1)[Fight (click: "Fight ")](go-to: "Rio"))(else:)[(set: \$combat to 1)[[Go North->26]] [[Go East->23]]]####Room A-26 This room has only a Blue Door to the South. (if: \$combat is 1)[Fight (click: "Fight ")] { (set: \$Random to (random: 1,6)) (if: \$Random is 6)[(go-to: "Zeb")] (else-if: \$Random is 2)[(go-to: "Rio")] (else-if: \$Random is 4)[(go-to: "Rio")] (else:)[(go-to: "Geemer")] }](else:)[(set: \$combat to 1)However, Radar picks up passages to hidden rooms to the North and East. The hidden rooms are A-28 and A-27. There is something odd about the rock formation on the North wall. I take a closer look. (click: "I take a closer look.") [There's something odd about the rock formation here. When I move to the side, the answer is finally revealed: there is a carefully hidden passage disguised as an optical illusion! [[I proceed North to Room A-28.->28]]] (click: ". ") [After carefully searching the East wall, I discover a flaw in its surface. Shooting it reveals the hidden passage to [[Room A-27. I go forward, and rubble fills the passageway behind me.->27]] [[Go South->24]]]####Room A-27 There is a strange stone statue in this room with a metal plate at its feet. On the plate is written the means of defeating the Metroids. It reads, â€œPlacing the Metroids in a frozen state will put them in suspended animation. You can destroy them at that time. However, much Energy is required to do this.â€ (if: \$Items contains "Bombs") [The statue holds the cracked shell of an egg. There is nothing else of importance in this room.](else:)[The statue is also cradling a large egg of some kind. I crack it open and find Bombs inside. ((text-color: "blue")[Bombs] acquired.(set: \$Items to it + (a: "Bombs"))(set: \$Bombs to "Bombs"))(replace: ?Bombs)[Bombs>[\$Bombs]] I can now destroy weak walls to open up secret passages.)] [[Go West->26]]####Room A-28 To the South is a hidden passage leading to the neighboring room. In addition, there is a Blue Door to the North. (if: \$combat is 1)[Fight (click: "Fight ")](go-to: "Rio"))(else:)[(set: \$combat to 1)[[Go North->32]] [[Go South->26]]]####Room A-35 The moment I come through the Blue Door, I start floating. I quickly grab the edge of the door, halting my movement. ...A powerful magnetic field pulls at me from West to East. There is a massive magnetic field generator attached to the West wall, running steadily. There is a vaulted pit to the East, and although it's a considerable distance, I could definitely jump it if I were assisted by the magnetic pull. Aside from that, there is only the Blue Door to the South and the corridor with the vaulted pit to the East leading from this room. However, when I scan this room with my Radar, I find a secret door continuing North to a hidden room.

However, I can't easily grope my way along the North wall due to the force of the magnetic pull. (if: (history:) contains "99") [I've already entered the Hidden Room to the North.] (else:) [Attempt to reach the hidden room. (click: "Attempt to reach the hidden room.") { (set: \$random to (random: 1,2)) (if: \$random is 1) [(go-to: "99")] (else:) [(go-to: "Poor Timing!") } }] [Fly East through the magnetic field (2 rooms distance) to Room A-36.->36]####A-35' I fire the Booster Rockets equipped to my legs and jump to the wall on the North side of the room. Although the magnetic field pulls me back, I somehow overcome it and latch on to the wall. I go through the hidden passage and head to the hidden room on the other side. An Energy Tank has been placed here. ((text-color: yellow)[Energy Tank (B)] acquired. All Energy Tanks have been filled.) (set: \$maxEnergy to \$maxEnergy + 30, \$energy to \$maxEnergy, \$energyPacks to it + (a: "B")) (replace: ?SamusEnergy)[SamusEnergy>[\$energy]] (replace: ?SamusMaxEnergy)[SamusMaxEnergy>[\$maxEnergy]] I go back South again. In doing so, the flow of the magnetic field throws me two rooms East, and I rocket over to [[Room 36->36]]. I cling to the wall on the North side of the room, fire my booster rockets, and jump. However, my timing for firing the boosters was off. All of a sudden, the powerful grip of the magnetic field flowing from the generator takes hold and flings me off to the East. I land with a heavy thud. I seem to have been thrown the distance of two rooms. [[Accessing my computer, I verify I am in Room A-36.->36]] (set: \$displayMap to 0) A Geemer approaches. The Geemer is Combat Level I. (if: (history:) contains "Geemer") [] (else:) [(display: "Scan Geemer")] Should I attack it? Even though the Geemer is my opponent, the Normal Beam is sufficient. However, it's OK to use a different weapon. (display: "Fight the Geemer") { (if: \$items contains "Wave Beam") [(display: "Geemer Beams Wave")] (if: \$items contains "Ice Beam") [(display: "Geemer Beams Ice")] (if: \$items contains "Normal Beam") [(display: "Geemer Beams Normal")] } Run, or do nothing to my opponent (click: "Run, or do nothing to my opponent ") [(replace: "opponent ")[opponent] (replace: "Ice Beam ", "Wave Beam ", "Normal Beam ")] [(replace: "Run ")[Run]<hr>(display: "Run from the Geemer")] (set: \$displayMap to 0) An enemy creature draws near. It's a Rio! The Rio is Command Level II. (if: (history:) contains "Rio") [Well, should I fight the Rio here?] (else:) [(display: "Scan Rio")] (display: "Fight the Rio") (set: \$displayMap to 0) Suddenly, a Sidehopper rushes at me! (if: (history:) contains "Sidehopper") [I will need Missiles or something more powerful than the Normal Beam to defeat it. If I have none of these weapons, I have to run away.] (else:) [(display: "Scan Sidehopper")] Select a Weapon: (display: "Fight Sidehopper") (set: \$displayMap to 0, \$lastRoom to (history:)'s last) Something is flying at me. It's a Zeb! Although they're weak Command Level I enemies, they attack one after another. If I beat them, I can replenish my Energy and Missiles... (if: (history:) contains "Zeb") [] (else:) [(display: "Scan Zeb")] Should I fight or ignore it and run? (display: "Fight Zeb") Although this is the middle of a fight, my computer will first give me an explanation of my enemy's Command Level. A Command Level is an enemy's strength class calculated from data entered into my Command Computer. The classes are divided into levels I through IV, with the number indicating how formidable the enemy is. I'll apply that information to the decisions I make in battle. The Geemer moves slowly. Since I won't get much from a fight, I skip this battle. I jump over my earthbound enemy and let it go past. (link: "The battle is over.") [(set: \$combat to 0) (go-to: (history:)'s last)] (set: \$displayMap to 1) The enemy is destroyed, leaving an Energy Ball in its remains. (text-color: yellow) [(+1 Energy)] (set: \$energy to \$energy + 1) (if: \$energy > \$maxEnergy) [(set: \$energy to \$maxEnergy)] (replace: ?SamusEnergy)[SamusEnergy>[\$energy]] (set: \$combat to 0) (link: "The battle is over.") [(go-to: (history:)'s last)] (set: \$displayMap to 1) The enemy is destroyed, leaving a Missile in its remains. (text-color: red) [(+1 Missile)] (set: \$missiles to \$missiles + 1) (if: \$missiles > \$maxMissiles) [(set: \$missiles to \$maxMissiles)] (replace: ?SamusMissiles)[SamusMissiles>[\$missiles]] (set: \$combat to 0) (link: "The battle is over.") [(go-to: (history:)'s last)] (set: \$displayMap to 1) The enemy vanishes, leaving (text-color: red) [nothing] behind. (set: \$combat to 0) (link: "The battle is over.") [(go-to: (history:)'s last)] (set: \$displayMap to 1) However, my aim is slightly off, and the attack misses. The enemy Geemer just has the ability to crawl on the ground. However, in my rush, my aim was too far off, and I am hit by its ramming attack. I take damage. (text-color: red) [(-1 Energy)] (set: \$energy to \$energy - 1) (replace: ?SamusEnergy)[SamusEnergy>[\$energy]] (if: \$energy < 1) [(set: \$energy to 0)<hr>GAME OVER (click: "GAME OVER") [(go-to: "GAME OVER")]] (else:) [The damage was only slight, but it was dealt by a Geemer, the weakest enemy! What should I do? Should I continue fighting? The Geemer has gotten to the wall and is coming at me again. Or is it better to just ignore it and run away? If I fight, go with a beam weapon I have. (display:

"Fight the Geemer")The Ice Beam hits the Geemer squarely. It instantly freezes. As soon as I see this, I rapidly fire the Ice Beam and destroy the frozen Geemer. { (set: \$random to (random: 1,6)) (if: \$random is 1) [(display: "Nothing")] (else-if: \$random is 6)[(display: "Nothing")] (else:)[(display: "Energy Ball")] } { (if: \$items contains "Wave Beam")[(display: "Rio Beams Wave")] (if: \$items contains "Ice Beam")[(display: "Rio Beams Ice")] (if: \$items contains "Normal Beam")[(display: "Rio Beams Normal")] (if: \$missiles > 0) [(display: "Rio Weapons Missiles")] (if: \$items contains "Screw Attack")[(display: "Rio Weapons Screw Attack")] } Run Away (click: "Run Away ")[(replace: "Wave Beam ", "Ice Beam ", "Normal Beam ", "Screw Attack ", "Missiles ", "Normal Beam only ")]<hr>(display: "Run from the Rio")My attack fails. It is impossible to match the movement speed of the Rio. Simultaneously, its talons bite into my suit. I fly back and slam to a stop at the wall. I take damage. (if: \$items contains "Varia")[(text-color: red)[(-1 Energy)](set: \$energy to \$energy - 1)](else:)[(text-color: red)[(-2 Energy)](set: \$energy to \$energy - 2)](replace: ?SamusEnergy)[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)(replace: ?SamusEnergy)[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")[(go-to: "GAME OVER")]](else:)[{ (if: \$items contains "Wave Beam")[(display: "Rio Beams Wave")] (if: \$items contains "Ice Beam") [(display: "Rio Beams Ice")] (if: \$items contains "Normal Beam")[(display: "Rio Beams Normal")] (if: \$missiles > 0)[(display: "Rio Weapons Missiles")] (if: \$items contains "Screw Attack")[(display: "Rio Weapons Screw Attack")] } (link:"Run ")[(set: \$combat to 0)(go-to: (history:)'s last)](set: \$displayMap to 1)However, I can't run away that easily. The Rio loops around in the air and rushes at me. { (set: \$random to (random: 1,3)) (if: \$random is 1)[(display: "Escape Rio Fails")] (else:)[(display: "Escape Rio Success")] } You can fight what you want here. Geemer (click: "Geemer ")[(go-to: "Geemer")] Rio (click: "Rio ")[(go-to: "Rio")] Sidehopper (click: "Sidehopper ")[(go-to: "Sidehopper")] Zeb (click: "Zeb ")[(go-to: "Zeb")] Kraid's Sidehopper (click: "Kraid's Sidehopper ")[(go-to: "Kraid's Sidehopper")] Doublehopper (click: "Doublehopper ")[(go-to: "Doublehopper")] Kraid (click: "Kraid ")[(go-to: "Kraid")] [[01]] [[35]] [[37]] Get Varia (click: "Get Varia")[(set: \$items to it + (a: "Varia"))(replace: ?Varia)[Varia>[Varia]] Get Bombs (click: "Get Bombs")[(set: \$items to it + (a: "Bombs"))(replace: ?Bombs)[Bombs>[Bombs]] Get Kraid Key Stone (click: "Get Kraid Key Stone")[(set: \$items to it + (a: "KraidStone")) Get Ridley Key Stone (click: "Get Ridley Key Stone")[(set: \$items to it + (a: "RidleyStone")) [[10]] (set: \$GateOpen to 0, \$KraidGate to 0, \$RidleyGate to 0) Get Normal Beam (click: "Get Normal Beam")[(set: \$items to it + (a: "Normal Beam")) (set: \$items to it - (a: "Ice Beam", "Wave Beam")) --You got Normal Beam(replace: ?Beam)[Beam>[Normal Beam]] Get Ice Beam (click: "Get Ice Beam")[(set: \$items to it + (a: "Ice Beam"))(set: \$items to it - (a: "Normal Beam", "Wave Beam")) --You got Ice Beam!(replace: ?Beam)[Beam>[Ice Beam]] Get Wave Beam (click: "Get Wave Beam")[(set: \$items to it + (a: "Wave Beam"))(set: \$items to it - (a: "Ice Beam", "Normal Beam")) --You got Wave Beam(replace: ?Beam)[Beam>[Wave Beam]] Get Screw Attack (click: "Get Screw Attack")[(set: \$items to it + (a: "Screw Attack"))(replace: ?ScrewAttack)[ScrewAttack>[ScrewAttack]] Get Missiles (10) (click: "Get Missiles (10)")[(set: \$maxMissiles to it + 10, \$missiles to it + 10)(replace: ?SamusMissiles)[SamusMissiles>[\$missiles]](replace: ?SamusMaxMissiles)[SamusMaxMissiles>[\$maxMissiles]] Get Missiles (20) (click: "Get Missiles (20)")[(set: \$maxMissiles to it + 20, \$missiles to it + 20)(replace: ?SamusMissiles)[SamusMissiles>[\$missiles]](replace: ?SamusMaxMissiles)[SamusMaxMissiles>[\$maxMissiles]] Refill Missiles (click: "Refill Missiles")[(set: \$missiles to \$maxMissiles)(replace: ?SamusMissiles)[SamusMissiles>[\$missiles]] Lose All Missiles (click: "Lose All Missiles")[(set: \$missiles to 0)(replace: ?SamusMissiles)[SamusMissiles>[\$missiles]] Get Energy Tank (30)(click: "Get Energy Tank (30)")[(set: \$maxEnergy to it + 30, \$energy to \$maxEnergy)(replace: ?SamusEnergy)[SamusEnergy>[\$energy]](replace: ?SamusMaxEnergy)[SamusMaxEnergy>[\$maxEnergy]] Get Energy Tank (60)(click: "Get Energy Tank (60)")[(set: \$maxEnergy to it + 60, \$energy to \$maxEnergy) (replace: ?SamusEnergy)[SamusEnergy>[\$energy]](replace: ?SamusMaxEnergy)[SamusMaxEnergy>[\$maxEnergy]] Refill Energy(click: "Refill Energy")[(set: \$energy to \$maxEnergy, \$energy to \$maxEnergy)(replace: ?SamusEnergy)[SamusEnergy>[\$energy]] Dangerously Low (click: "Dangerously Low")[(set: \$energy to 1)(replace: ?SamusEnergy)[SamusEnergy>[\$energy]] (set: \$location to "Brinstar")The Rio dodges my attack. Simultaneously, there is a massive blow to my shoulder. I suffer an attack from the Rio's talons. I take damage. (if: \$items contains "Varia")[(text-color: red)[(-1 Energy)] (set: \$energy to \$energy - 1)](else:)[(text-color: red)[(-2 Energy)](set: \$energy to \$energy - 2)](replace: ?SamusEnergy)[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)(replace: ?SamusEnergy)[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")[(go-to: "GAME OVER")]](else:)

[Should I run? Should I still fight? If I fight, with what weapon? { (if: \$items contains "Wave Beam") [(display: "Rio Beams Wave")] (if: \$items contains "Ice Beam")[(display: "Rio Beams Ice")] (if: \$items contains "Normal Beam")[(display: "Rio Beams Normal")] (if: \$missiles > 0)[(display: "Rio Weapons Missiles")] (if: \$items contains "Screw Attack")[(display: "Rio Weapons Screw Attack")] } Run (click: "Run")[(set: \$combat to 0, \$displayMap to 1)(go-to: (history:)'s last)]Attack successful! My attack hits, and instantly the Rio seems to shrink before it expands and disappears in an explosion. Its dying cry of agony echoes through the room. { (set: \$random to (random: 1,3)) (if: \$random is 1)[(display: "Missile")] (else-if: \$random is 2)[(display: "Energy Ball")] (else:)[(display: "Nothing")] } I jump, spin like a top, and ram into the Rio's Screw Attack! Powerful energy envelops my entire body, diffusing as I strike and damaging my opponent. The Screw Attack's power has enough force to defeat all enemies in a single hit. However, it requires great skill to successfully guide my body while spinning, and its drawback is there are many ways to fail. This time the attack succeeds beautifully. The Rio takes the Screw Attack and is blown to bits in one fell swoop. { (set: \$random to (random: 1,3)) (if: \$random is 1)[(display: "Nothing")] (else-if: \$random is 2) [(display: "Missile")] (else:)[(display: "Energy Ball")] } The Rio is a creature resembling an enormous moth. The creature's length when it spreads its wings is 1.15 meters, and it swoops down to attack with its enormous talons. The Rio flies through the air with its wings and uses its talons almost entirely in its attacks. The Rio's attack method is also simple: it swoops down at high speed and strikes with its large talons. However, if my only means of attack is the Normal Beam, this is not an opponent to make light of. As for the Rio's Command Level, Level II may be one step above the Geemer, the weakest enemy, but it's better to proceed with caution at first. Given my current status, choose whether I should fight the Rio now. If the Pirates understood the power of the Metroid they stole, it would be disastrous. It is dreadful to imagine what would happen if the Pirates were to manufacture that life-form into a weapon and use it against the Galactic Federation... [[Before that happens, it must be recaptured, no matter the cost.->The Planet Zebes]]Double-click this passage to edit it.####Room A-34 (if: (history:) contains "34")[(else:)[The Missile fires, pulling a tail of white smoke behind it. The smoke hangs thickly. I fire one more shot after it and feel the wall shudder as it is struck. Simultaneously, cracks spider down the door with a squeal, and a large hole bursts open. (text-color: red)[(-2 Missiles.)](set: \$missiles to \$missiles - 2)

]A strange statue stands on a pedestal in the center of the adjoining room. The statue holds up a weapon as if in offering. I add it to my equipment.(set: \$items to it + (a: "Ice Beam"))(set: \$items to it - (a: "Normal Beam", "Wave Beam"))(replace: ?Beam)[Ice Beam>[Ice Beam]] ((text-color: blue)[Ice Beam] acquired. My current beam is replaced. If I replace the Ice Beam somewhere else, I can come back to this room when I need it later.) It looks like there's nothing else in the room. What's more, there aren't any hidden rooms. [[Go back North->33]]####Room A-33 To the West is a hidden passage looping back to Room A-32. To the South is (if: (history:) contains "34")[(an open] (else:)[a locked] Red Door. (if: \$combat is 1)[Fight (click: "Fight") [{ (set: \$random to (random: 1,6)) (if: \$random is 5)[(go-to: "Sidehopper")] (else-if: \$random is 4)[(go-to: "Geemer")] (else-if: \$random is 6)[(go-to: "Geemer")] (else:)[(go-to: "Rio")] }]](else:)[(set: \$combat to 1) The battle is over. (if: (history:) contains "34")[[[Go South to collect the Ice Beam->34]] [[Go back West->32]]](else:)[(if: \$missiles > 1)[[I fire 2 Missiles at the Red Door.->34]]](else:)[I need at least 2 Missiles to open the Red Door. [[Go back West->32]]]]####Room A-32 This room has only Blue Doors to the North and South. (if: \$combat is 1)[Fight (click: "Fight")[(go-to: "Geemer")]](else:)[(set: \$combat to 1)As it turns out, there is a passage to a hidden room in the East side of this chamber. It is Room A-33. A pool of lava bubbles near the wall. I step closer...(click: "I step closer...")[(and find it is a holographic projection. There's a strange (if: \$items contains "Bombs")[(alloy on the floor blocking the passage forward. (click: "alloy"))[I blast it open with a Bomb, revealing a passage to [[Room A-33.->33]]](else:)[alloy on the floor blocking the passage forward.]] [[Go North->35]] [[Go South->28]]]]####Room A-9 This is just a chamber running North to South. (if: \$combat is 1)[Fight (click: "Fight")[(go-to: "Zeb")]](else:)[(set: \$combat to 1)[[Go North->08]] [[Go South->10]]]]####Room A-38 This is the room where I collected some Missiles. I can also review the plate at the base of the statue: (display: "Secret Passage Instructions") The statue in the center of the room and the plate at its feet are the same as they were before, but the impression of devastation has grown strong, either because the seal on the Red Door has been removed, or due to the sudden in-rush of fresh air. In addition, not even the shadows of enemies can be found in this room. There do not seem to be any hidden rooms, either. [[I decide to go back to Room A-37.->37]]####Room A-11: Brinstar,

Elevator Room {(link:"Save game?")[(if:(save-game:"Slot A"))[Game saved!](else:)[Sorry, I couldn't save your game.]]} I can go down to the floor below, Area C, Tourian. If I don't want to go down, I can only go back North. [[Go back North->10]] [[Descend->80]] (set: \$startRoom to "01", \$location to "Brinstar")

Brinstar Evacuation Procedure: * Block the passage in Room A-2 with rock. Anyone who wants to get to Kraid will need explosives. * Place Room A-32 under lockdown. Cloak the entrance and seal the passage with Bomb-proof material, not weak alloy. * In Room A-18, fill in the tunnel to the right of the "passage" with rubble. Mask it to look like natural.

Hidden links that are always hidden: [[A hidden link]] /* \$('hidden').addClass('hidden'); /* Hidden links that hide unless you're hovering over them: [[A hidden link]] /* \$('hides').addClass('hidden').on('mouseenter', function () { \$(this).removeClass('hidden'); }) .on('mouseleave', function () { \$(this).addClass('hidden'); }); /* Hidden links that reveal themselves when you hover over them: [[A hidden link]] /* \$('reveals').addClass('hidden').one('mouseenter', function () { \$(this).removeClass('hidden'); }); \$('normal') </script>

Hidden text that hides unless you're hovering over it: Enter text here /* \$('hidesText').addClass('hidden').on('mouseenter', function () { \$(this).removeClass('hidden'); }) .on('mouseleave', function () { \$(this).addClass('hidden'); }); /* Hidden links that reveal themselves when you hover over them: Enter text here /* \$('revealsText').addClass('hidden').one('mouseenter', function () { \$(this).removeClass('hidden'); }); \$('normal') </script>

The Sidehopper is a half-mechanical cyborg. There are powerful springs attached to its legs that it uses for quick attacks. It is also the high Command Level IV. This opponent shouldn't be taken lightly. At any rate, the enemy is now rushing at me. { (if: \$items contains "Wave Beam")[(display: "Sidehopper Beam Wave")] (if: \$items contains "Ice Beam")[(display: "Sidehopper Beam Ice")] (if: \$items contains "Normal Beam")[(The Normal Beam is not powerful enough to fight a Sidehopper.
)] (if: \$missiles > 0)[(display: "Sidehopper Weapon Missiles")] (if: \$items contains "Screw Attack")[(display: "Sidehopper Weapon Screw Attack")] } Run (click: "Run")[(replace: "Wave Beam ", "Ice Beam ", "Missiles ", "Screw Attack ")](replace: "Run ")[Run]<hr>(display: "Attempt Sidehopper Escape")]

The Sidehopper attacks. Although it gives me a brutal strike using its powerful springs, I also give it a taste of my beam. (if: \$items contains "Varia")[(text-color: red)[-3 Energy])(set: \$energy to \$energy - 3) (else:)[(text-color: red)[-4 Energy])(set: \$energy to \$energy - 4)](if: \$energy < 1)[(set: \$energy to 0)](replace: ?SamusEnergy)[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")[(go-to: "GAME OVER")](else:)[The beam's flash instantly swallows the frozen Sidehopper. The ice melts, and the creature coughs twice before it twitches, shudders, takes a leap, and explodes in mid-air. { (set: \$random to (random: 1,6)) (if: \$random is 3)[(display: "Nothing")] (else-if: \$random is 1)[(display: "Medium Energy Ball")] (else-if: \$random is 4)[(display: "Medium Energy Ball")] (else:)[(display: "Missile")] }]An Energy Ball appears in the remains of the dead enemy. (text-color: yellow)[(+3 Energy.)(set: \$energy to \$energy + 3)](if: \$energy > \$maxEnergy)[(set: \$energy to \$maxEnergy)](replace: ?SamusEnergy)[SamusEnergy>[\$energy]] (set: \$combat to 0)(link:"The battle is over.")(go-to: (history:)'s last)](set: \$displayMap to 1)I immediately fire the Ice Beam. The Sidehopper is instantly frozen. Now I can run away. Should I run or fight it now? The enemy is currently frozen, but if I attack, it might melt. Use the Ice Beam again (click: "Use the Ice Beam again ")](replace: "Screw Attack ", "Missiles ", "Run ")]<hr>I continue my attack with the Ice Beam. The Ice Beam is 50% effective against a Sidehopper. { (set: \$random to (random: 1,2)) (if: \$random is 2)[(display: "Ice Beam Misses Sidehopper")] (else:)[(display: "Ice Beam Misses Sidehopper 2")] } } { (if: \$missiles > 0)[(display: "Sidehopper Weapon Missiles")] (if: \$items contains "Screw Attack")[(display: "Sidehopper Weapon Screw Attack")] } Run (click: "Run")[(replace: "Fight ")]<hr>(display: "Escape Sidehopper")]

I somehow manage to evade the Sidehopper and successfully avoid fighting. I don't even take damage! (link:"The battle is over.")(set: \$combat to 0)(go-to: (history:)'s last)](set: \$displayMap to 1)What weapon should I use? The enemy is currently frozen, but if I attack, it might melt. Use the Ice Beam again (click: "Use the Ice Beam again ")](replace: "Screw Attack ", "Missiles ", "Run ")]<hr>I continue my attack with the Ice Beam. The Ice Beam is 50% effective against a Sidehopper. { (set: \$random to (random: 1,2)) (if: \$random is 2)[(display: "Ice Beam Misses Sidehopper")] (else:)[(display: "Ice Beam Misses Sidehopper 2")] } } (if: \$missiles > 0)[(display: "Sidehopper Weapon Missiles")] (if: \$items contains "Screw Attack")[(display: "Sidehopper Weapon Screw Attack")]I use the Screw Attack. The Screw Attack is 50% effective against the Sidehopper. { (set: \$random to (random: 1,2)) (if: \$random is 2)[(display: "Screw Attack Hits Sidehopper")] (else:)[(display: "Screw Attack Misses Sidehopper")] } Attack successful!

The enemy's movements are quick, and although it gives me some trouble, I am somehow able to beat it. The creature screams a single shriek through the air. { (set: \$random to (random: 1,6)) (if: \$random is 2)[(display: "Nothing")] (else-if: \$random is 1)[(display: "Missile")] (else-if: \$random is 3)[(display: "Missile")] (else:)[(display: "Medium Energy Ball")] } The Screw Attack fails. I miss and just jump into the air close to the enemy. It's now an even match for my opponent. The Sidehopper attacks without hesitation. Of course, it uses the reinforced springs on its legs. I take the damage. (if: \$items contains "Varia")[(text-color: red)[(-3 Energy)](set: \$energy to \$energy - 3)](else:)[(text-color: red)[(-4 Energy)](set: \$energy to \$energy - 4)] (replace: ?SamusEnergy)[[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)<hr>GAME OVER(click: "GAME OVER")](go-to: "GAME OVER")]](else:)[Should I continue again with the attack? Or should I run? (display: "Fight Sidehopper")]I give up the attack and flee. { (set: \$random to (random: 1,2)) (if: \$random is 1)[(display: "Escape Sidehopper")] (else:)[(display: "Escape Sidehopper Fails")] } I feign rushing to attack, but change actions mid-motion. I take the Sidehopper's attack, but the feint succeeds, and I somehow escape. However, my damage was also great. (if: \$items contains "Varia")[(text-color: red)[(-3 Energy)](set: \$energy to \$energy - 3)](else:)[(text-color: red)[(-4 Energy)](set: \$energy to \$energy - 4)] (replace: ?SamusEnergy)[[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)](replace: ?SamusEnergy)[[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")](go-to: "GAME OVER")]](else:)[(link:"The battle is over.")](set: \$combat to 0)(go-to: (history:)'s last)](set: \$displayMap to 1)However, I can't get away so easily. The Sidehopper's attack is much faster than humans can react. I take damage. (if: \$items contains "Varia")[(text-color: red)[(-3 Energy)](set: \$energy to \$energy - 3)](else:)[(text-color: red)[(-4 Energy)](set: \$energy to \$energy - 4)](replace: ?SamusEnergy)[[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)](replace: ?SamusEnergy)[[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")](go-to: "GAME OVER")]](else:)[The Sidehopper attacks again. (click: "The Sidehopper attacks again.") { (set: \$random to (random: 1,3)) (if: \$random is 2)[(display: "Escape Sidehopper")] (else:)[(display: "Escape Sidehopper Fails")] } } I fire a Missile at the Sidehopper. (text-color: red)[(-1 Missile)](set: \$missiles to \$missiles - 1)(replace: ?SamusMissiles)[[SamusMissiles>[\$missiles]] Missiles are 100% effective against the Sidehopper. However, whether or not they hit is another story, as they have about 50% accuracy. { (set: \$random to (random: 1,2)) (if: \$random is 1)[(display: "Missile Misses Sidehopper")] (else:)[(display: "Missile Hits Sidehopper")] } The Missile misses. The Sidehopper dodges it and strikes again using its tremendous jumping power. This attack's speed was incredible, and since I could only fire my suit's boosters slightly, it was impossible to avoid. (if: \$items contains "Varia")[(text-color: red)[(-3 Energy)](set: \$energy to \$energy - 3)](else:)[(text-color: red)[(-4 Energy)](set: \$energy to \$energy - 4)](replace: ?SamusEnergy)[[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)](replace: ?SamusEnergy)[[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")](go-to: "GAME OVER")]](else:)[Select a Weapon: (display: "Fight Sidehopper")] The Sidehopper attacks. Although it gives me a brutal strike using its powerful springs, I also give it a taste of my beam. (if: \$items contains "Varia")[(text-color: red)[(-3 Energy)](set: \$energy to \$energy - 3)](else:)[(text-color: red)[(-4 Energy)](set: \$energy to \$energy - 4)](replace: ?SamusEnergy)[[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)](replace: ?SamusEnergy)[[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")](go-to: "GAME OVER")]](else:)[The beam's flash instantly swallows the frozen Sidehopper. The ice melts, and the creature coughs twice before it twitches, shudders, takes a leap, and explodes in mid-air. { (set: \$random to (random: 1,6)) (if: \$random is 3)[(display: "Nothing")] (else-if: \$random is 1)[(display: "Medium Energy Ball")] (else-if: \$random is 4)[(display: "Medium Energy Ball")] (else:)[(display: "Missile")] } }The Sidehopper jumps high. My attack with the Ice Beam misses. The enemy uses its powerful springs to strike. Its thick legs spring into a powerful jump. A large blow sends my flying, and my back hits the wall. (if: \$items contains "Varia")[(text-color: red)[(-3 Energy)](set: \$energy to \$energy - 3)](else:)[(text-color: red)[(-4 Energy)](set: \$energy to \$energy - 4)](replace: ?SamusEnergy)[[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)](replace: ?SamusEnergy)[[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")](go-to: "GAME OVER")]](else:)[However, I'm also not finished. While the Sidehopper is leaping, I keep attacking with the Ice Beam. Since I already damaged it a bit, the Sidehopper's body crumbles from this attack. Simultaneously, it explodes. I took some damage, but am somehow able to defeat the Sidehopper. { (set: \$random to (random: 1,6)) (if: \$random is 3)[(display: "Nothing")] (else-if: \$random is 2)[(display: "Medium Energy Ball")] (else-if: \$random is 5)[(display: "Medium Energy Ball")] (else:)[(display: "Missile")] } }The

Zeb is a creature that lives in great numbers inside vent openings all over this asteroid. They have a sense of hearing akin to radar. If I approach these enemies, they will leap out of the vent openings and rush at me. Since they are Command Level I, the same as the Geemer, I can beat them rather easily, even if my only equipment is the Normal Beam. What's more, this creature leaves behind Energy Balls or Missiles in its remains, so it's fine to just dispatch a few of these creatures. They are convenient opponents when I want to save time. { (if: \$items contains "Wave Beam")[(display: "Zeb Beams Wave")] (if: \$items contains "Ice Beam")[(display: "Zeb Beams Ice")] (if: \$items contains "Normal Beam")[(display: "Zeb Beams Normal")] } Ignore it and run (click: "Ignore it and run")[(replace: "Wave Beam", "Ice Beam", "Normal Beam")] (replace: "run")[(run)]<hr>(display: "Run from Zeb")I ignore the Zeb coming at me and run. However, the Zeb moves fast. If I have the Ice Beam and use it to freeze the Zeb, I can run, but if not... (if: \$items contains ("Ice Beam"))[(display: "Zeb Beams Ice Escape")](else:)[I don't have the Ice Beam. (click: "I don't have the Ice Beam.")[(replace: "Beam.")[Beam.]<hr>(display: "Escape Zeb Fails")]]A flash of light shoots out of the Ice Beam. The Zeb stops in mid-air for a split second, then falls down. Although the Zeb is a creature that attacks continuously, they won't attack when their comrade is frozen. In the meantime, I can successfully escape. Naturally, enemies won't attack when they are frozen, so I completely avoid taking damage. (link:"The battle is over.")[(set: \$combat to 0)(go-to: \$lastRoom)](set: \$displayMap to 1)Zeb's have a sense of hearing like radar, and the enemy feels me draw near. However, their range of hearing is extremely narrow. If I move away even just a little, they might not be able to detect me. I fire my suit's boosters and make a run for it. ...However, the Zeb's speed is greater. The Zeb commences with a ramming attack. My maneuvering controls go wild! I take damage. (text-color: red)[(-1 Energy)](set: \$energy to \$energy -1) (replace: ?SamusEnergy)[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)<hr>GAME OVER(click: "GAME OVER")[(go-to: "GAME OVER")]](else:)[Even so, I am able to leave the range of their hearing before the next Zeb can come out. (link:"The battle is over.")[(set: \$combat to 0)(go-to: \$lastRoom)]](set: \$displayMap to 1)My attack is successful. The beam hit the Zeb as it flies through my line of fire, blowing it to bits. { (set: \$random to (random: 1,3)) (if: \$random is 1)[(display: "Zeb Energy Ball")] (else-if: \$random is 2)[(display: "Zeb Nothing")] (else-if: \$random is 3)[(display: "Zeb Missiles")] } An Energy Ball springs forth from the remains of the destroyed Zeb. (text-color: yellow)[(+2 Energy)](set: \$energy to \$energy + 2)(if: \$energy > \$maxEnergy)[(set: \$energy to \$maxEnergy)](replace: ?SamusEnergy)[SamusEnergy>[\$energy]] (display: "Fight Another Zeb")The figure of the next Zeb emerges from the mouth of the air vent. Once again, it rushes at me at high speed. I should fight if I want to stock up on Energy as well as Missiles. If not, ignore it and run. Fight (click: "Fight") [{ (if: \$items contains "Normal Beam")[(go-to: "Zeb Normal Beam")] (else:)[(go-to: "Beam Shoots Toward Zeb")] } } Ignore it and run (click: "Ignore it and run")[(replace: "Fight")]<hr>(display: "Run from Zeb")The Zeb is destroyed, leaving Missiles behind in its remains. (text-color: red)[(+2 Missiles)](set: \$missiles to \$missiles + 2)(if: \$missiles > \$maxMissiles) [(set: \$missiles to \$maxMissiles)](replace: ?SamusMissiles)[SamusMissiles>[\$missiles]] (display: "Fight Another Zeb")The Zeb has been destroyed, leaving (text-color: red)[nothing] behind in its remains. (display: "Fight Another Zeb")However, my attack fails. I take damage from the Zeb's high-speed ramming attack. (text-color: red)[(-1 Energy)](set: \$energy to \$energy -1)(replace: ?SamusEnergy)[SamusEnergy>[\$energy]] (if: \$energy < 1)[(set: \$energy to 0)<hr>GAME OVER(click: "GAME OVER")[(go-to: "GAME OVER")]] (else:)[Should I continue with another attack, or is it better to run away? Fight (click: "Fight")[(replace: "Fight")][Fight](replace: "Ignore it and run")<hr>(display: "Beam Shoots Toward Zeb")] Ignore it and run (click: "Ignore it and run")[(replace: "Fight")]<hr>(display: "Run from Zeb")]]My beam shoots towards the Zeb. { (set: \$random to (random: 1,3)) (if: \$random is 3)[(display: "Beam Misses Zeb")] (else:)[(display: "Beam Hits Zeb")] } Even though I'm using the Normal Beam, the enemy isn't that scary once I can land a direct hit. The destructive power of the Normal Beam isn't just for show. The Zeb is defeated. { (set: \$random to (random: 1,3)) (if: \$random is 3)[(display: "Zeb Nothing")] (else:)[(display: "Zeb Energy Ball")] } However, the Zeb avoids my attack. At the same time, I take a blow from the Zeb chasing me through the air at high speed. I take damage. (text-color: red)[(-1 Energy)](set: \$energy to \$energy -1) (replace: ?SamusEnergy)[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)<hr>GAME OVER(click: "GAME OVER")[(go-to: "GAME OVER")]](else:)[Should I still attack? Or else, is it OK to run? Fight (click: "Fight")[(replace: "Fight")][Fight](replace: "Ignore it and run")<hr>(display: "Zeb Normal Beam")] Ignore it and run (click: "Ignore it and run")[(replace: "Fight")]<hr>(display: "Run from Zeb")]]I attack the Zeb with the Normal Beam. Since my opponent is a Command Level I Zeb, even the

Normal Beam should be able to defeat it. { (set: \$random to (random: 1,2)) (if: \$random is 1)[(display: "Normal Beam Hits Zeb")] (else:)[(display: "Normal Beam Misses Zeb")] } (set: \$displayMap to 0) The instant I decided to proceed, the shutter in front of me clangs open. Simultaneously, a Sidehopper appears. I can't go forward unless I defeat the Sidehopper. I have to use Missiles. { (if: \$missiles > 0)[(display: "Kraid's Sidehopper Weapon Missiles")] (else:)[(display: "Kraid's Sidehopper Missiles Out")] } I fire a Missile at the Sidehopper. (text-color: red)[(-1 Missile)] (set: \$missiles to \$missiles - 1) (replace: ? SamusMissiles)[SamusMissiles>[\$missiles]] { (set: \$random to (random: 1,2)) (if: \$random is 1)[First, there is a deafening sound like clanging metal. Then comes the slow, muffled roar of the Sidehopper. Finally, the ear-splitting boom of a loud explosion shakes the room. [[The Missile hits the Sidehopper, smashing it to atoms.->Doublehopper]]] (else:)[(display: "Kraid's Sidehopper Missile Misses")] } The Sidehopper's leaping power is incredible. It first jumps as if to swing around to my right. I take a stance to guard this side, but in the next moment, it jumps to my left. The creature's attack is a feint making full use of its leaping abilities. I feel the impact in my left shoulder. The Sidehopper's enormous two-meter-tall body slams into me. I take an extremely large amount of damage. (if: \$items contains "Varia")[(text-color: red)[(-8 Energy)] (set: \$energy to \$energy - 8)] (else:)[(text-color: red)[(-10 Energy)] (set: \$energy to \$energy - 10)] (replace: ? SamusEnergy)[SamusEnergy>[\$energy]] { (if: \$energy > 0)[(display: "Escape Kraid's Sidehopper")] (else:)[(set: \$energy to 0) (replace: ? SamusEnergy)[SamusEnergy>[\$energy]] [(display: "Kraid's Sidehopper Death")]] } I take a lot damage, but successfully avoid the Sidehopper's next ramming attack. I manage to escape since the creature is slowed down under its own weight. I get away before it can raise itself up. This enemy is the same as the other enemies I've encountered, so if I can get away, [[there is no way it will come after me.->Doublehopper]] I enter a small room. Then, another shutter drops. This time, I use a beam weapon, and the shutter melts. There is something on the other side of the melted hole. It's a creature I haven't seen before. My Command Computer begins a high-speed data analysis. The figure resembles a Sidehopper. And yet, while the Sidehopper has two legs, this one has four cyborg legs. Computer Output: "Doublehopper. An evolved Sidehopper with additional modifications. This cyborg creature guards the area immediately outside Kraid's Room." The Doublehopper's attack abilities are completely unknown. Should I fight with my current equipment? Or else, go back to refill my Energy and Missiles? Fight with current equipment (click: "Fight with current equipment")[(replace: "Go back ")][(display: "Fight Doublehopper")] Go back (click: "Go back ")][(replace: "Fight with current equipment ")]<hr>However, before I can get away, the Doublehopper comes around behind me. It takes a giant leap... { (set: \$random to (random: 1,3)) (if: \$random is 2)[(display: "Doublehopper Escape Fails")] (else:)[(display: "Escape Doublehopper Success")] } The Sidehopper's next attack has enough force to stop my movement instantly. And, the creature doesn't miss. The Sidehopper's next strike damages my legs with a direct hit. Given my current state of immobility, this attack has more than double the power of the previous one. As a result, my legs are completely paralyzed. My legs may have been modified with multiple cyborg enhancements, but they have become brittle after so much damage has been loaded onto them. Now that I am unable to move, the Sidehopper inflicts a series of consecutive attacks. My chances of being rescued aren't even one in a million. (set: \$energy to 0) (replace: ? SamusEnergy)[SamusEnergy>[\$energy]] GAME OVER (click: "GAME OVER")[(go-to: "GAME OVER")] The Missile passes under the Sidehopper's legs, and after a short flight, smashes into the wall. Part of the wall crumbles down. The Missile attack failed. { (if: \$missiles > 0)[(display: "Kraid's Sidehopper Weapon Missiles")] (else:)[(display: "Kraid's Sidehopper Missiles Out")] } Select a weapon to use against the Doublehopper. It attacks too quickly to switch weapons in mid-combat, so I'll have to pick wisely! { (if: \$items contains "Wave Beam")[(display: "Doublehopper Beam Wave")] (if: \$items contains "Ice Beam")[(display: "Doublehopper Beam Ice")] (if: \$missiles > 0)[(display: "Doublehopper Weapon Missiles")] } Run (click: "Run ")][(replace: "Wave Beam ", "Ice Beam ", "Missiles ", "Screw Attack ")]<hr>(display: "Attempt Sidehopper Escape") A warning issues from my Command Computer: "It is virtually impossible to achieve victory over the Doublehopper with your current equipment. For the moment, it would be best to challenge the creature again after pulling back and better equipping yourself." I immediately take the advice and pull back. Once I collect the weapons, I can go back again to the entrance of Kraid's room. The problem is...will I escape the Doublehopper without any trouble? (display: "Escape Doublehopper") However, before I can get away, the Doublehopper comes around behind me. It takes a giant

leap... { (set: \$random to (random: 1,3)) (if: \$random is 2)[(display: "Doublehopper Escape Fails")] (else:)
 [(display: "Escape Doublehopper Success")] } I try to avoid the Doublehopper's jump attack, but my
 footing is a little unstable. The creature's enormous body falls on me from about ten meters in the air. I
 can't avoid the attack. The Sidehopper's massive density increases its gravitational acceleration. The
 damage from that single attack exceeds all my Energy. My body is crushed without a trace. The
 Doublehopper continues to jump in triumph...(set: \$energy to 0)(replace: ?SamusEnergy)[
 SamusEnergy>[\$energy]] GAME OVER (click: "GAME OVER")[(go-to: "GAME OVER")]The Wave
 Beam slices through the air. However, the Doublehopper avoids the Wave Beam with its enhanced legs.
 Then, still avoiding the attack, it repeats the jump, striking at me. In a flash, the creature's upper body swings
 down on me. I immediately raise my arm in defense, but the Doublehopper's power is tremendous. (if: \$items
 contains "Varia")[(text-color: red)[(-3 Energy)](set: \$energy to \$energy - 3)](else:)[(text-color: red)[(-5
 Energy)](set: \$energy to \$energy - 5)](replace: ?SamusEnergy)[SamusEnergy>[\$energy]](if: \$energy < 1)
 [(set: \$energy to 0)(replace: ?SamusEnergy)[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME
 OVER")[(go-to: "GAME OVER")]](else:)[But I still continue to attack. (click: "But I still continue to
 attack.")[(replace: "attack. ")][attack.]<hr>(display: "Doublehopper Wave Beam")]I spray the Doublehopper
 with the Wave Beam. { (set: \$random to (random: 1,3)) (if: \$random is 3)[(display: "Wave Beam Misses
 Doublehopper")] (else:)[(display: "Wave Beam Damaged Doublehopper")] } I successfully deal the
 Doublehopper a considerably large blow. The creature makes a big jump trying to avoid the Wave Beam.
 However, based on previous experience, I predicted the Doublehopper would make this move, and the Wave
 Beam oscillates up and down and two bursts slam into it. As expected, the creature can't dodge the attack,
 even with its jumping power. (click: "As expected, the creature can't dodge the attack, even with its jumping
 power.")<hr>(display: "Wave Beam Doublehopper Again")Although the Doublehopper has taken damage
 and its movement has slowed, I still haven't defeated it. I press on with another attack. I pump the Wave
 Beam into the Doublehopper again. { (set: \$random to (random: 1,3)) (if: \$random is 2)[(display: "Wave
 Beam Misses Doublehopper 2")] (else:)[The Wave Beam finishes off the Doublehopper. The creature finally
 bursts, exploding from the inside. The beast is slain. [[I can proceed forward.->Kraid]]] } However, this
 attack missed. My prediction of the Doublehopper's move was wrong. Although I simply confused left
 with right, I actually take a large amount of damage. The attack, taken from an unexpected direction, is a
 heavy blow. If I could have accurately predicted the direction of the blow, I could have defended against it, or
 at least prepared for it... The creature's attack lands squarely on my right flank. (if: \$items contains "Varia")
 [(text-color: red)[(-8 Energy)](set: \$energy to \$energy - 8)](else:)[(text-color: red)[(-10 Energy)](set: \$energy
 to \$energy - 10)](replace: ?SamusEnergy)[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)
 (replace: ?SamusEnergy)[SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")[(go-to:
 "GAME OVER")]](else:)[Well, that wasn't the least bit painless... Nevertheless, I am able to respond with
 my best counterattack. Even while I am blown back by the attack, I am able to give the Doublehopper a taste
 of the Wave Beam. However, the creature also manages to execute a large jump. The Doublehopper
 continues to press on with the attack. (if: \$items contains "Varia")[(text-color: red)[(-8 Energy)](set: \$energy
 to \$energy - 8)](else:)[(text-color: red)[(-10 Energy)](set: \$energy to \$energy - 10)](replace: ?SamusEnergy)
 [[SamusEnergy>[\$energy]](if: \$energy < 1)[(set: \$energy to 0)(replace: ?SamusEnergy)[
 SamusEnergy>[\$energy]]<hr>GAME OVER(click: "GAME OVER")[(go-to: "GAME OVER")]](else:)
 [(click: "The Doublehopper continues to press on with the attack.")[(replace: "attack. ")]
 [attack.]<hr>(display: "Wave Beam Doublehopper Again")]]I attack the Doublehopper with the Ice Beam.
 { (set: \$random to (random: 1,3)) (if: \$random is 1)[(display: "Ice Beam Hits Doublehopper")] (else:)
 [(display: "Ice Beam Misses Doublehopper")] } Even though it's an Ice Beam attack, if I continue to
 adjust the exposure levels just right, I can damage the Doublehopper. If I can do that, the creature will remain
 frozen and won't be able to attack. I keep firin